

Figure 1

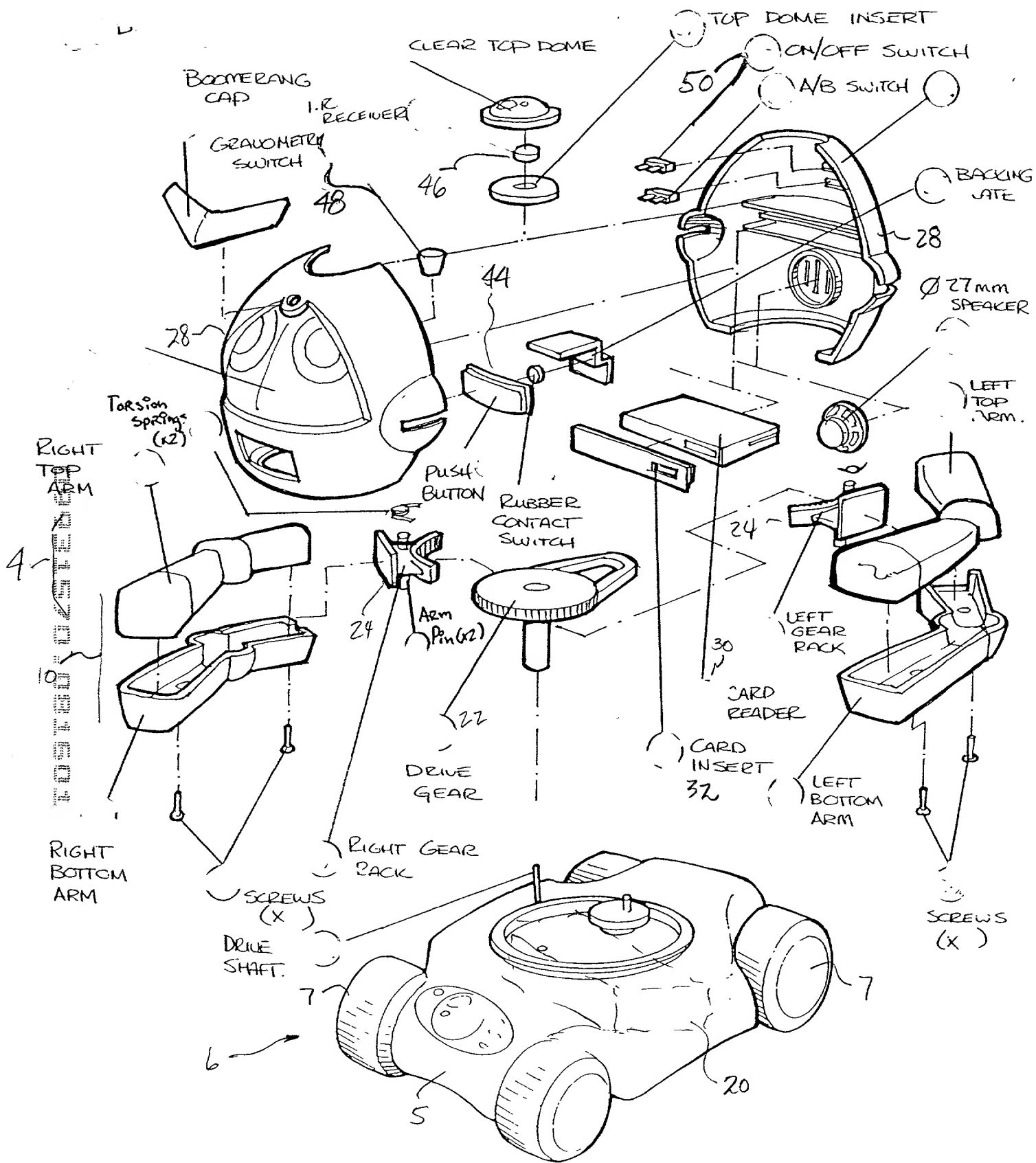


Figure 2

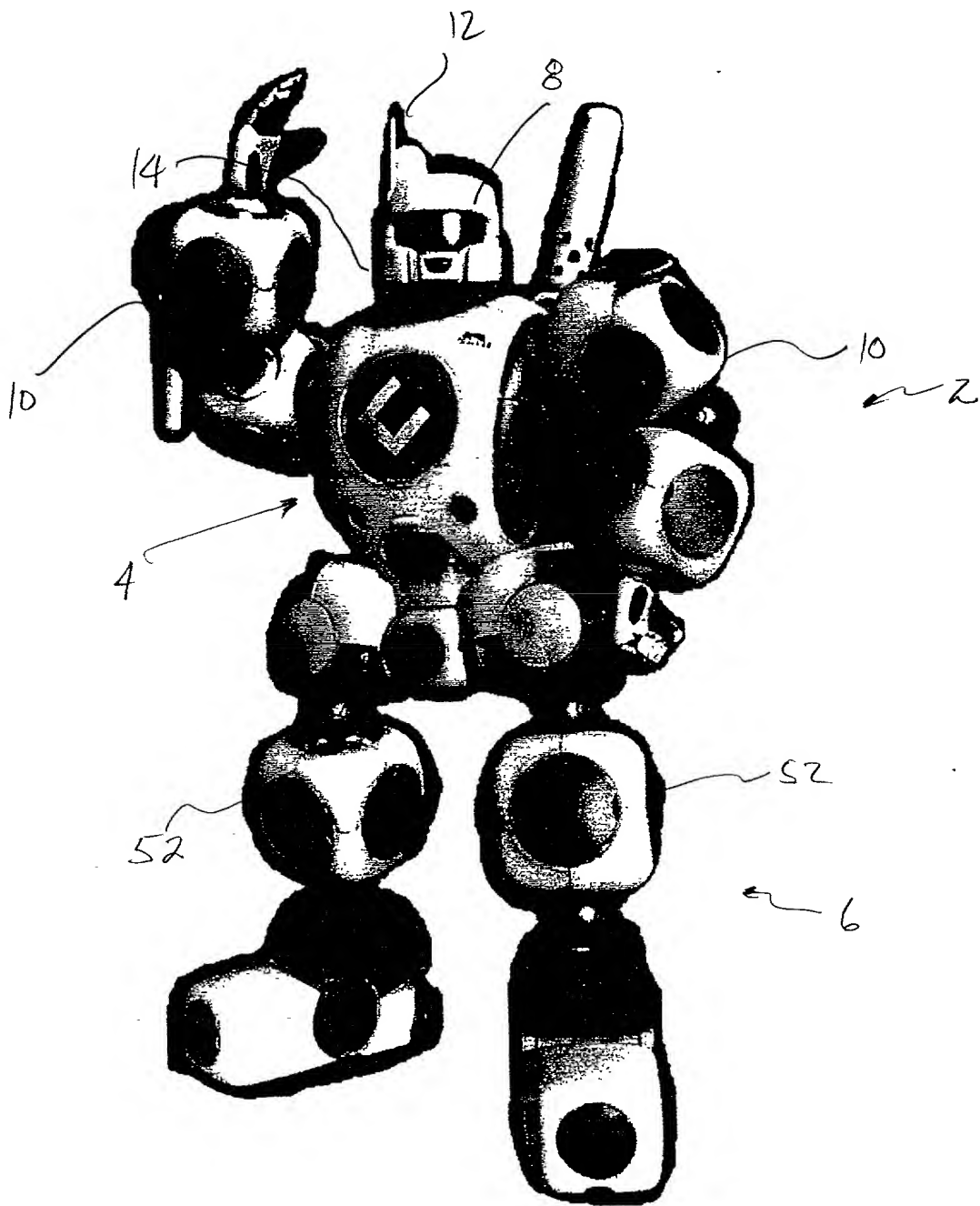


Figure 3

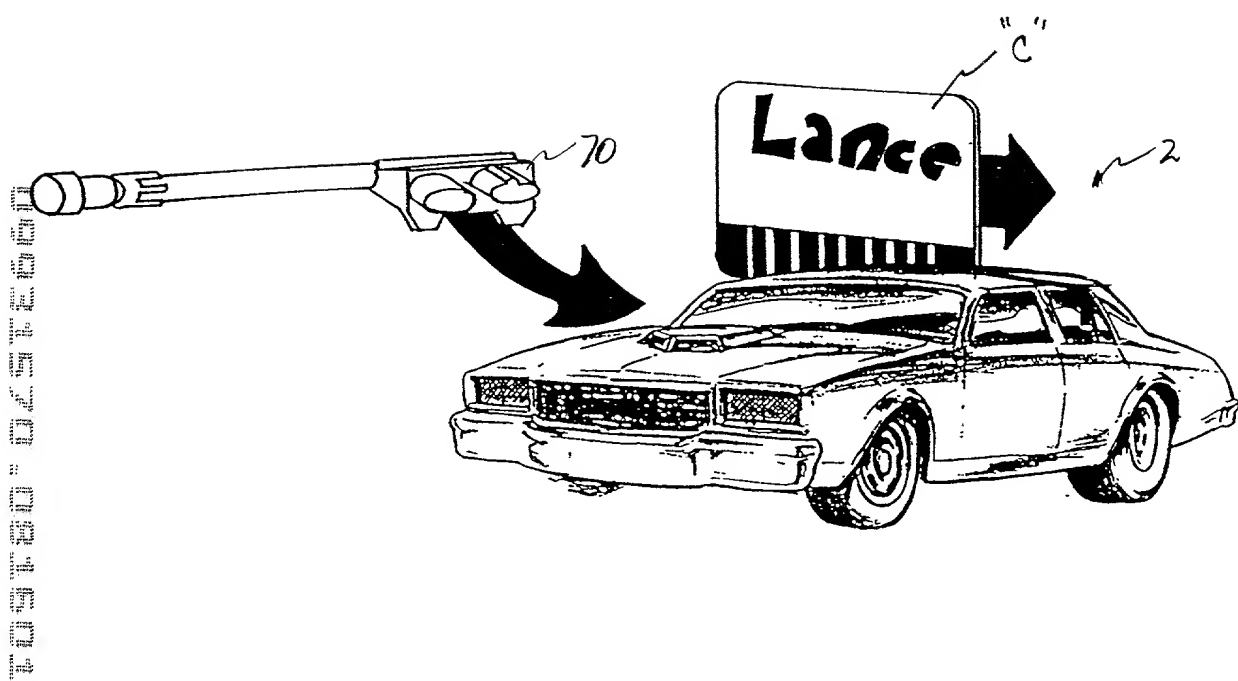


Figure 5

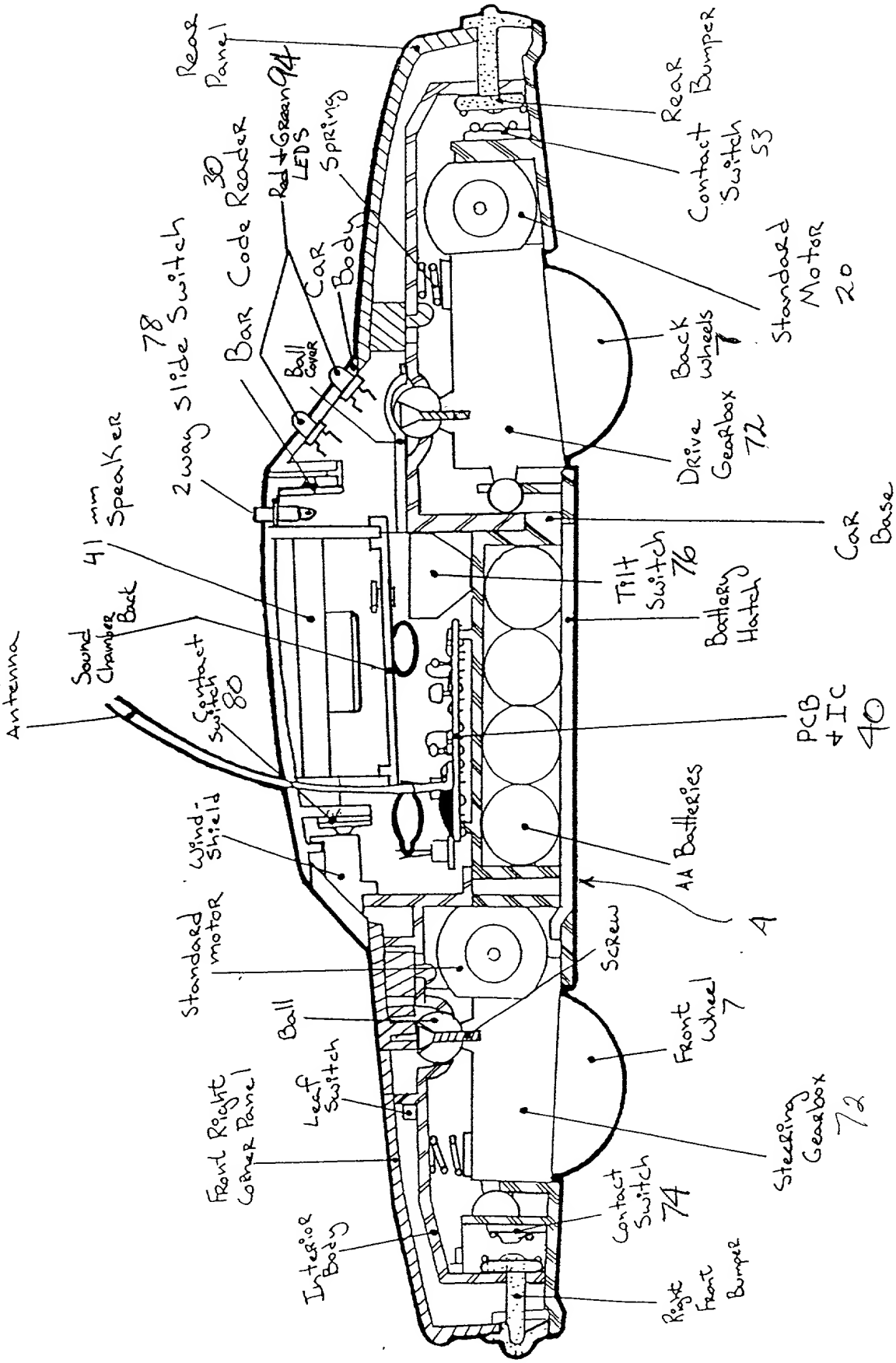


Figure 6

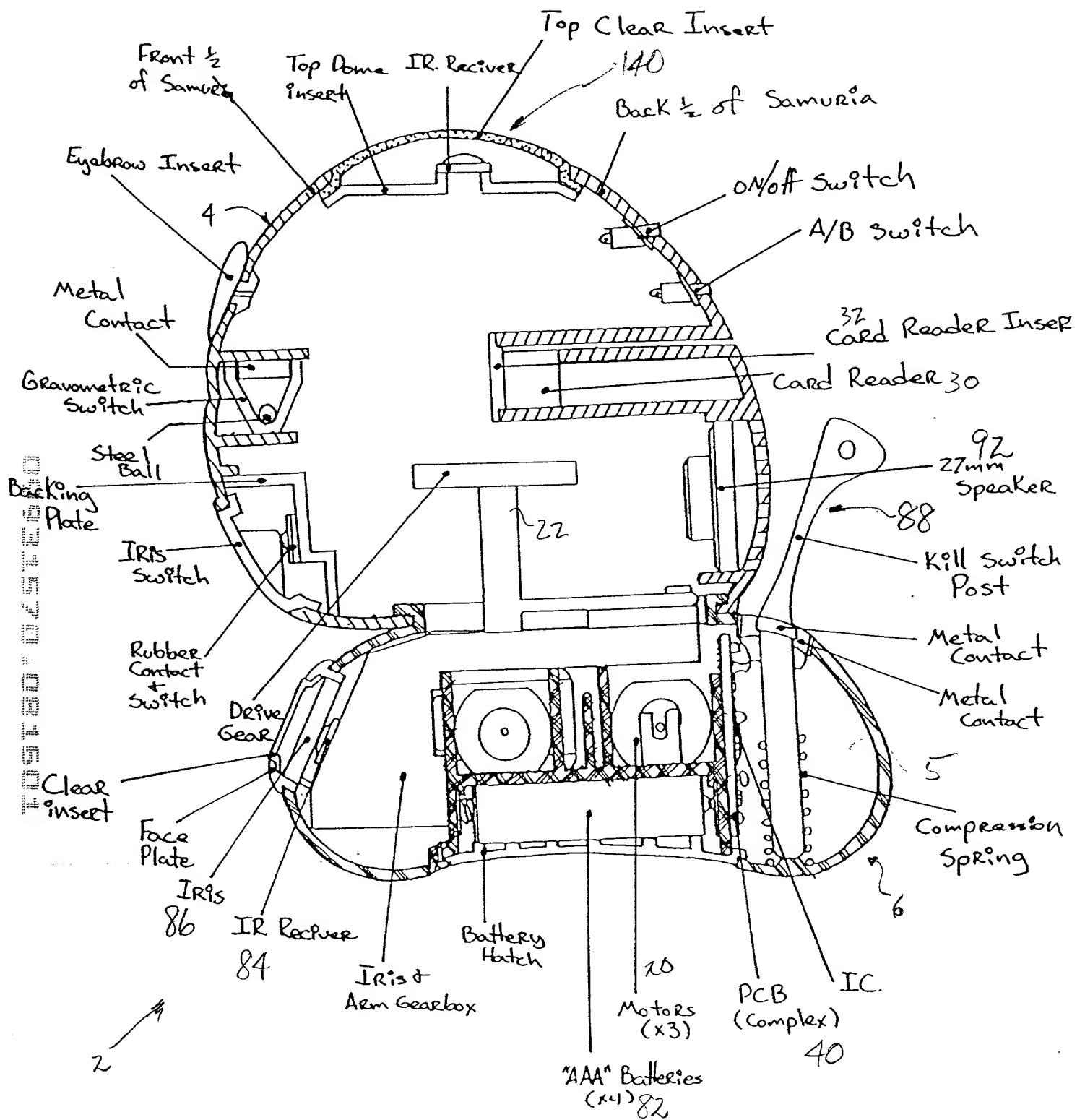


Figure 7

Figure 9

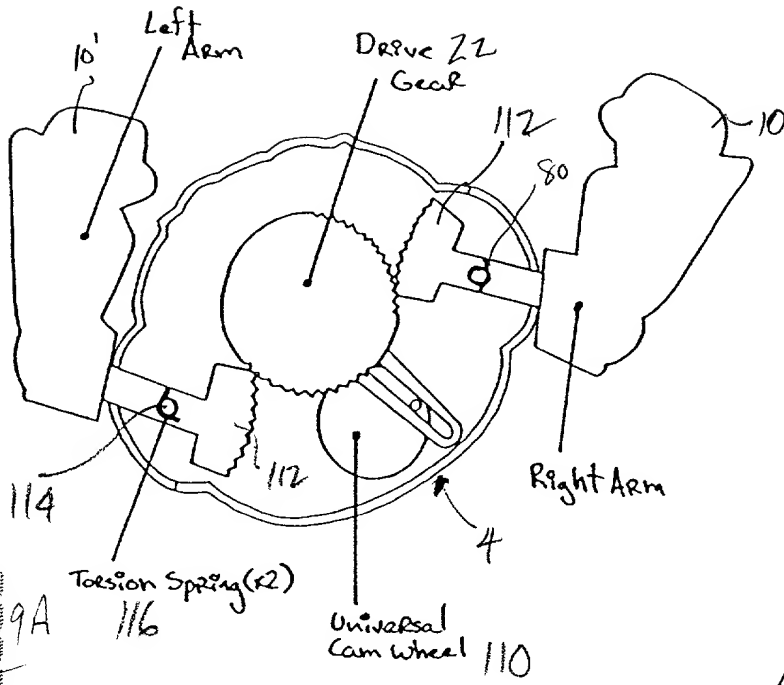


FIGURE 9A

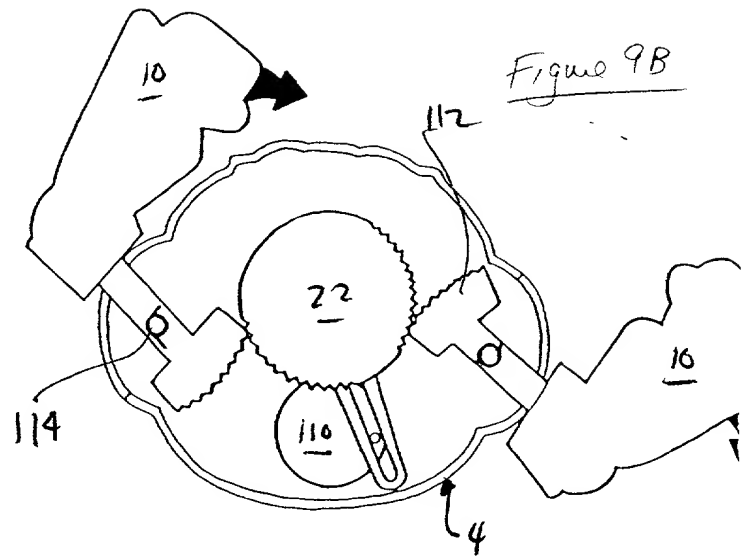


Figure 9B

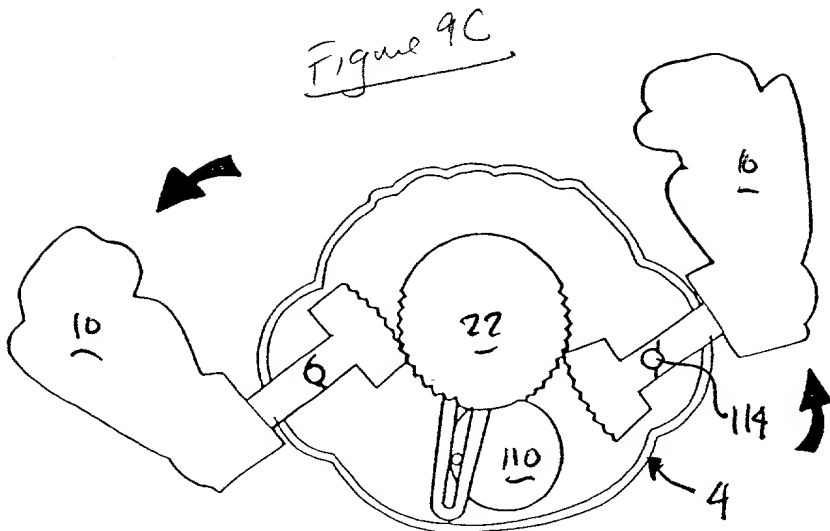


Figure 9C

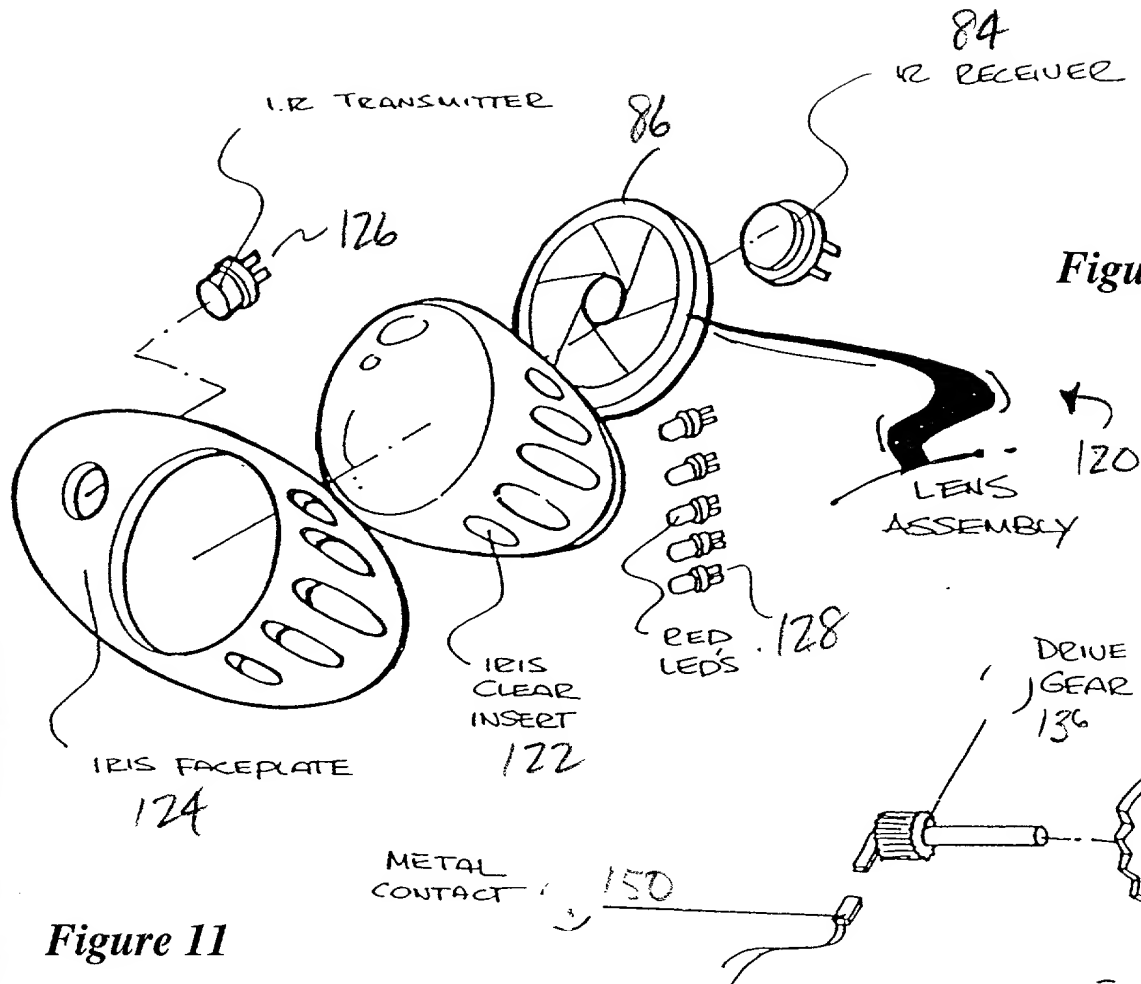
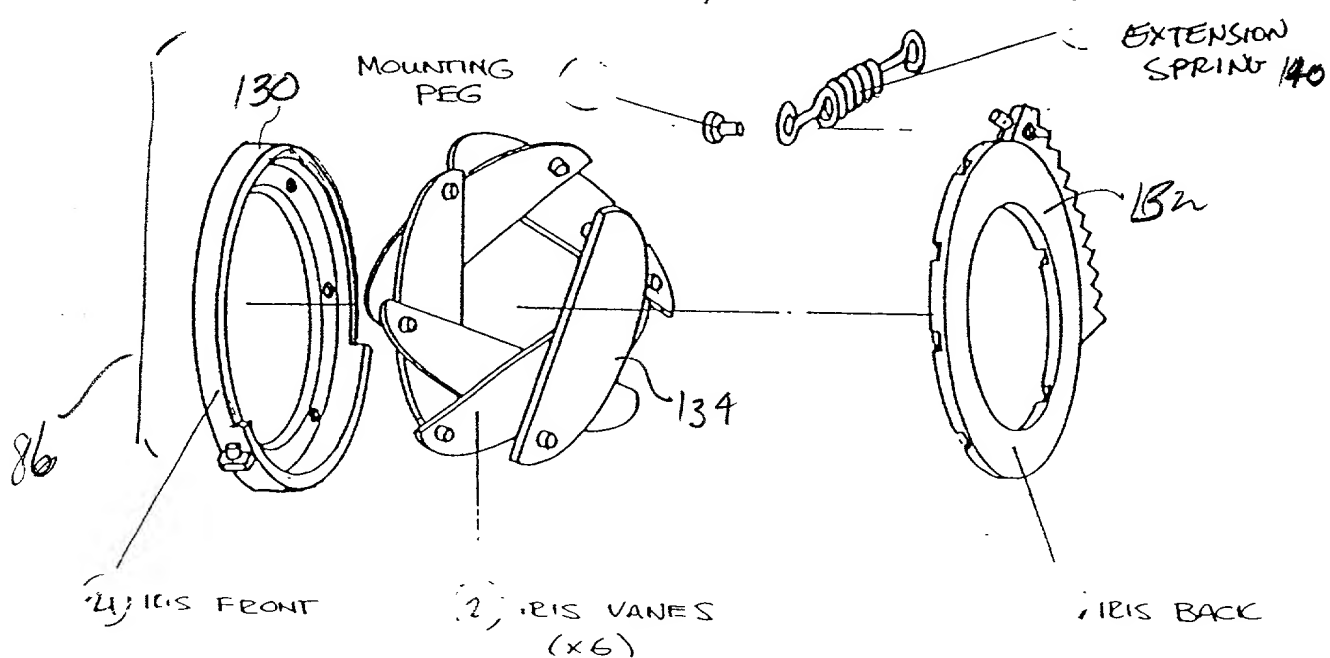


Figure 11



RIGHT HAND SIDE:

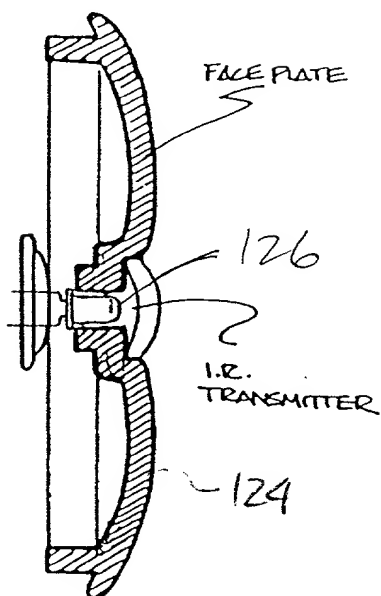


Figure 12

LEFT HAND SIDE:

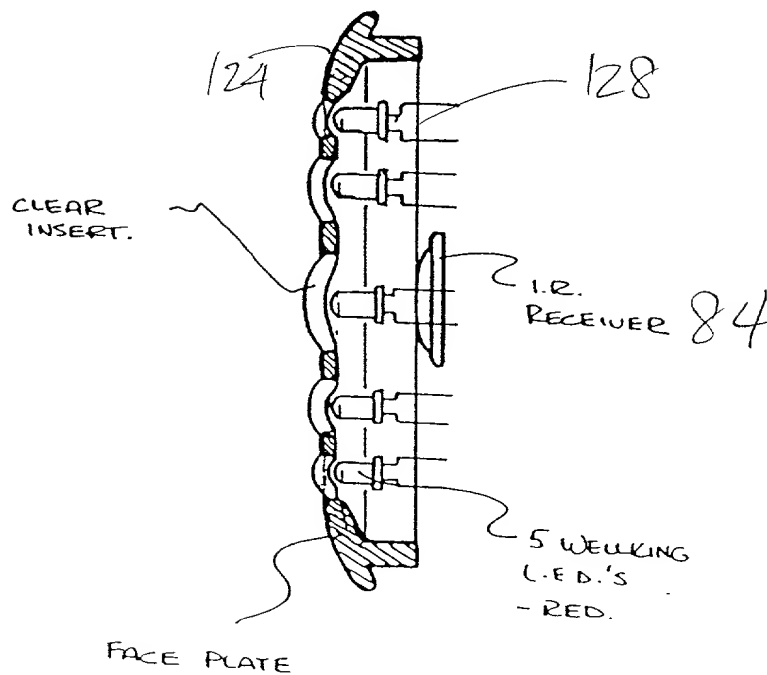


Figure 13

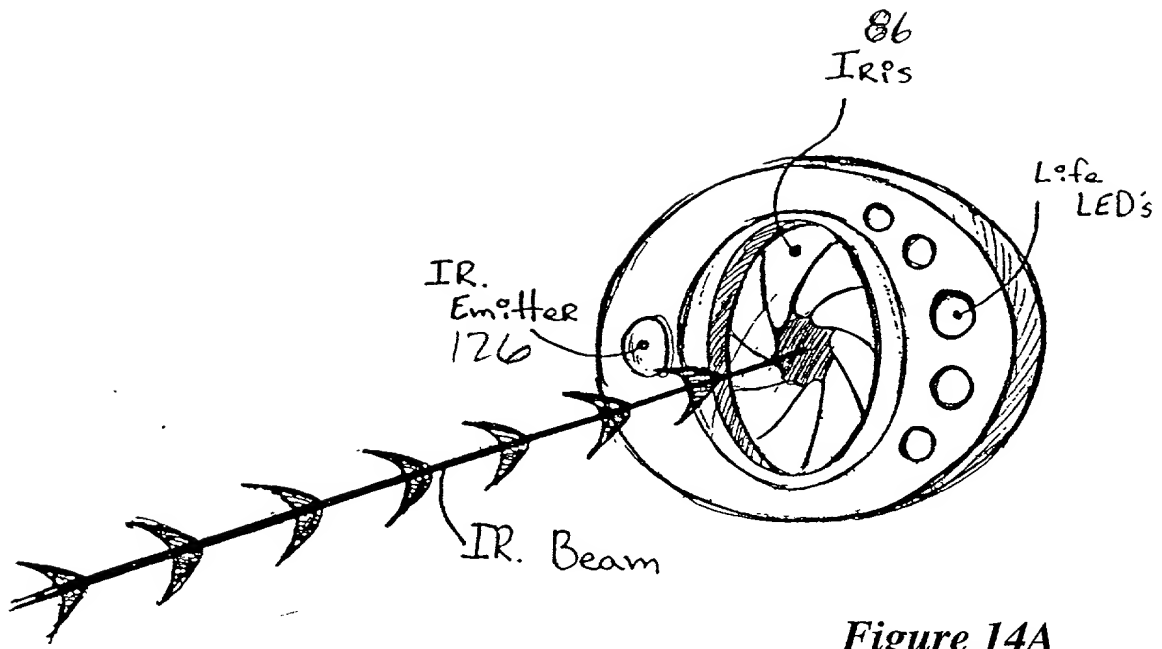


Figure 14A

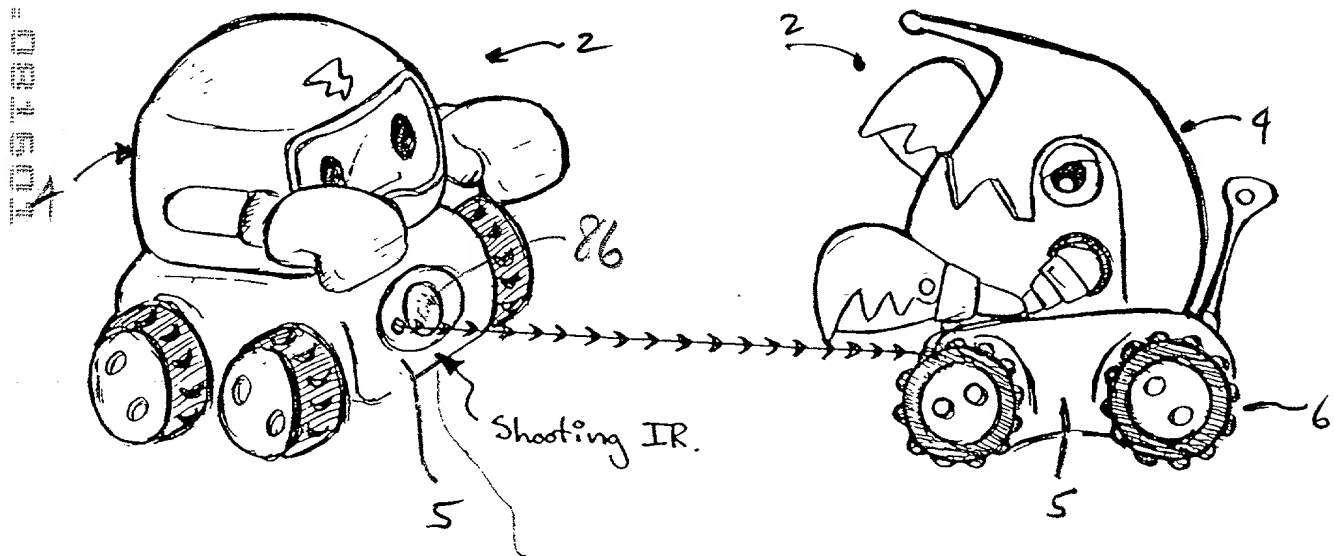
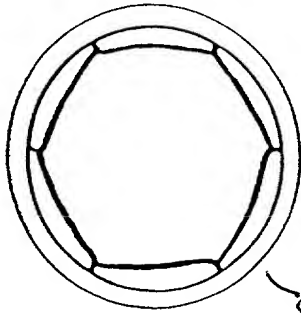
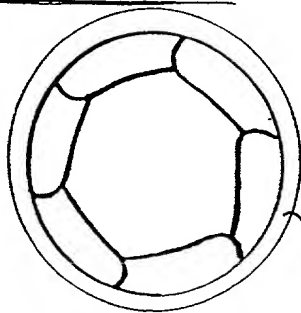


Figure 14B

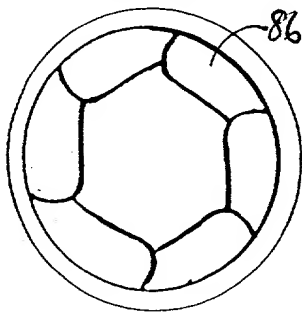
DEFENSE 1=



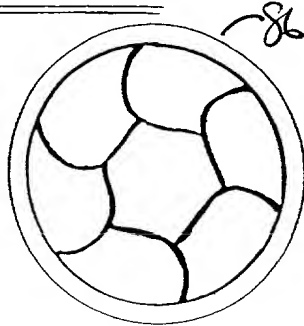
DEFENSE 2=



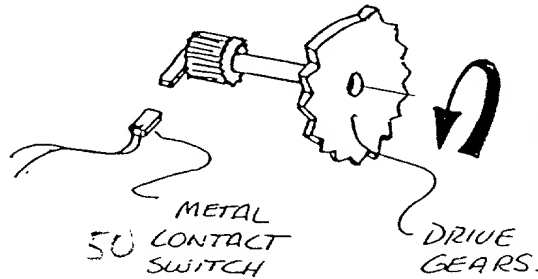
DEFENSE 3=



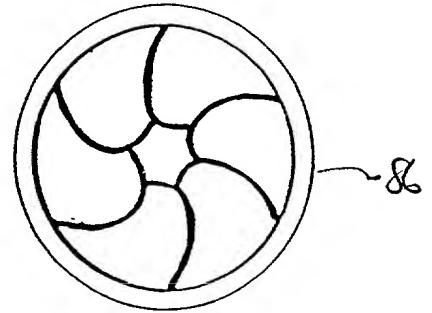
DEFENSE 4=



- DEFENSE POSITIONS OF IRIS ARE CONTROLLED BY SWIPING A CARD IN BACK OF BOT. A METAL CONTACT SWITCH NEAR THE DRIVE SHAFT GETS HIT BY A TAB ON DRIVE SHAFT. THIS ACTION WILL MOVE IRIS UP ONE DEFENSIVE POSITION.
- IT WILL TAKE 6 METAL CONTACT HITS TO MOVE THE IRIS FROM FULLY OPEN TO FULLY OPEN.
- 1 REVOLUTION OF DRIVE SHAFT CONTACTS SWITCH ONCE.



DEFENSE 5=



FULLY OPEN=

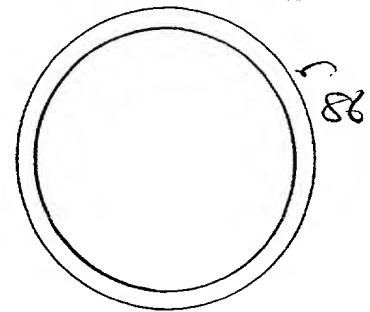


Figure 15

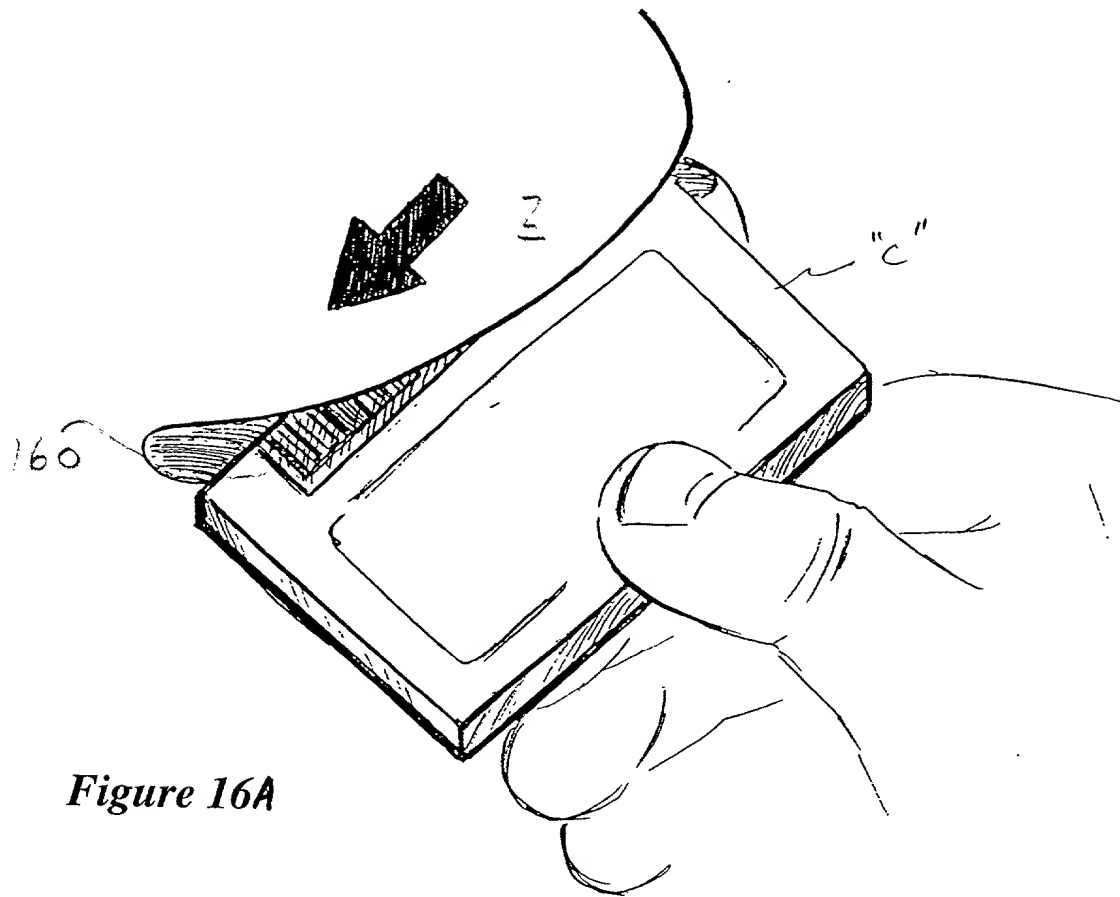


Figure 16A

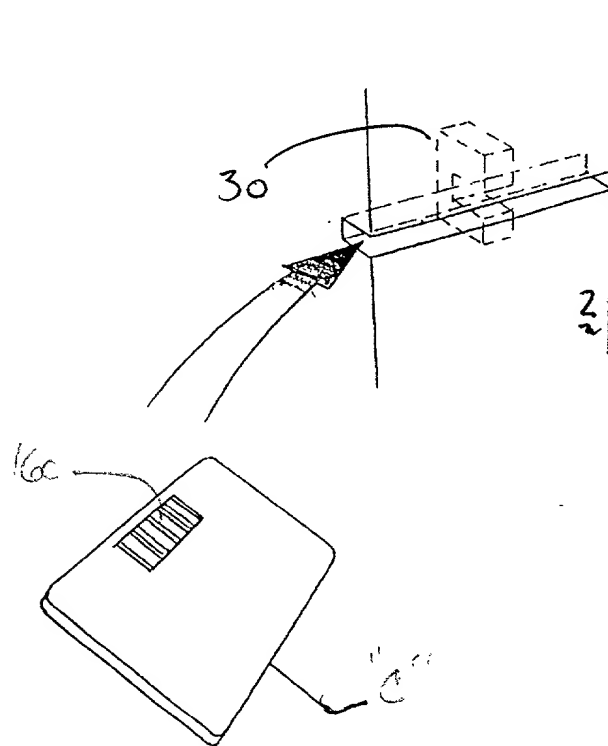


Figure 16B

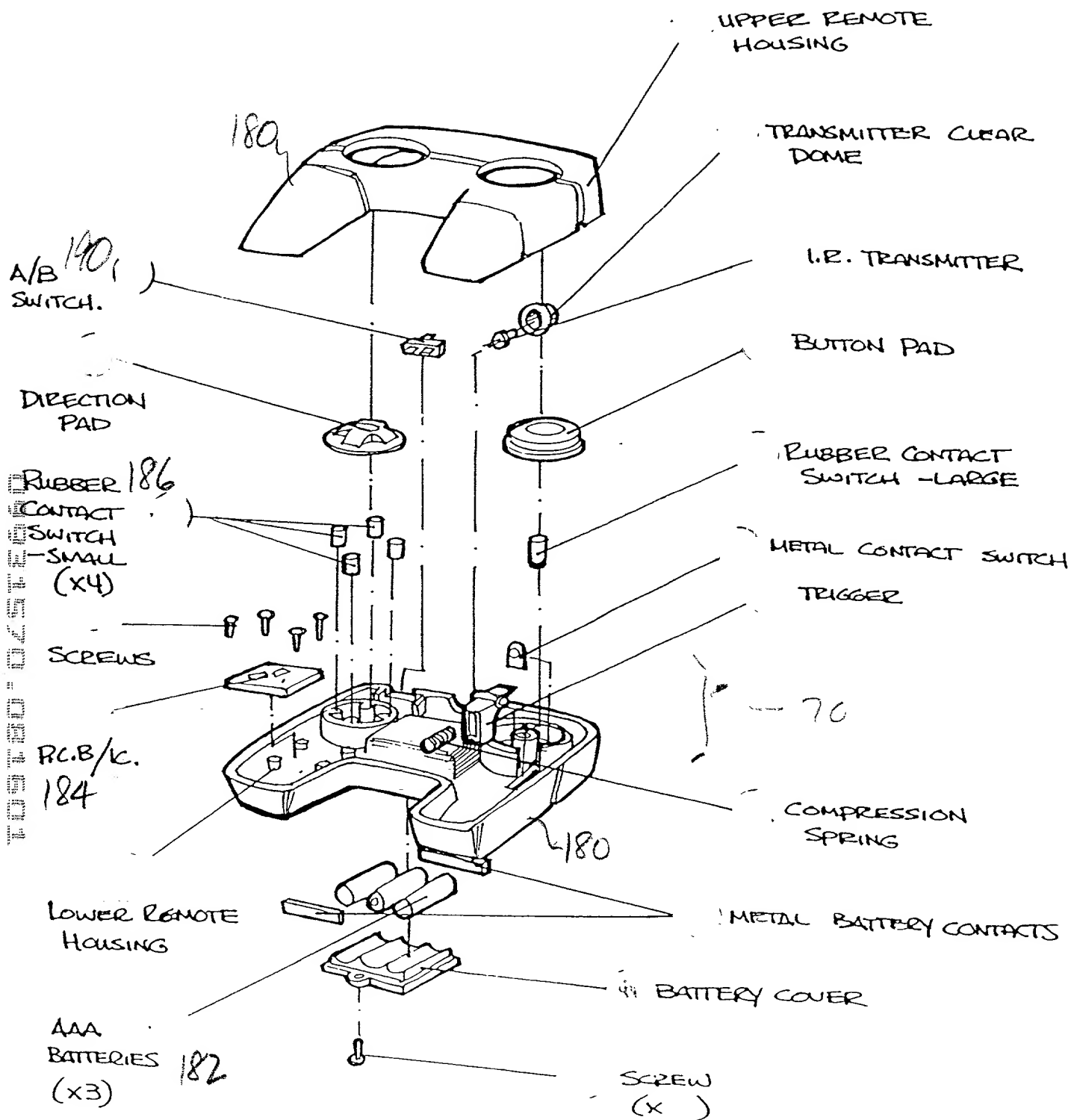


Figure 17

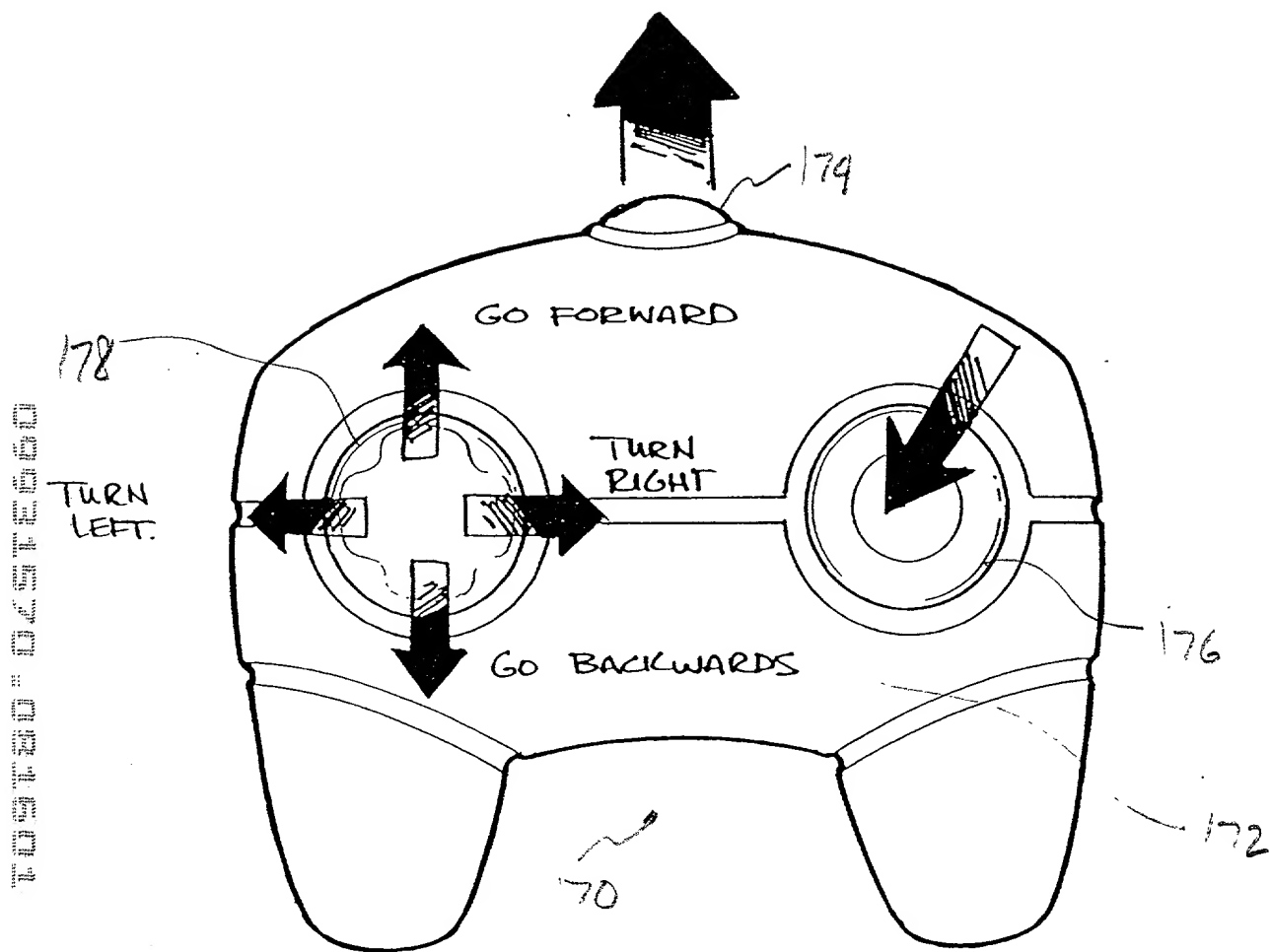


Figure 18

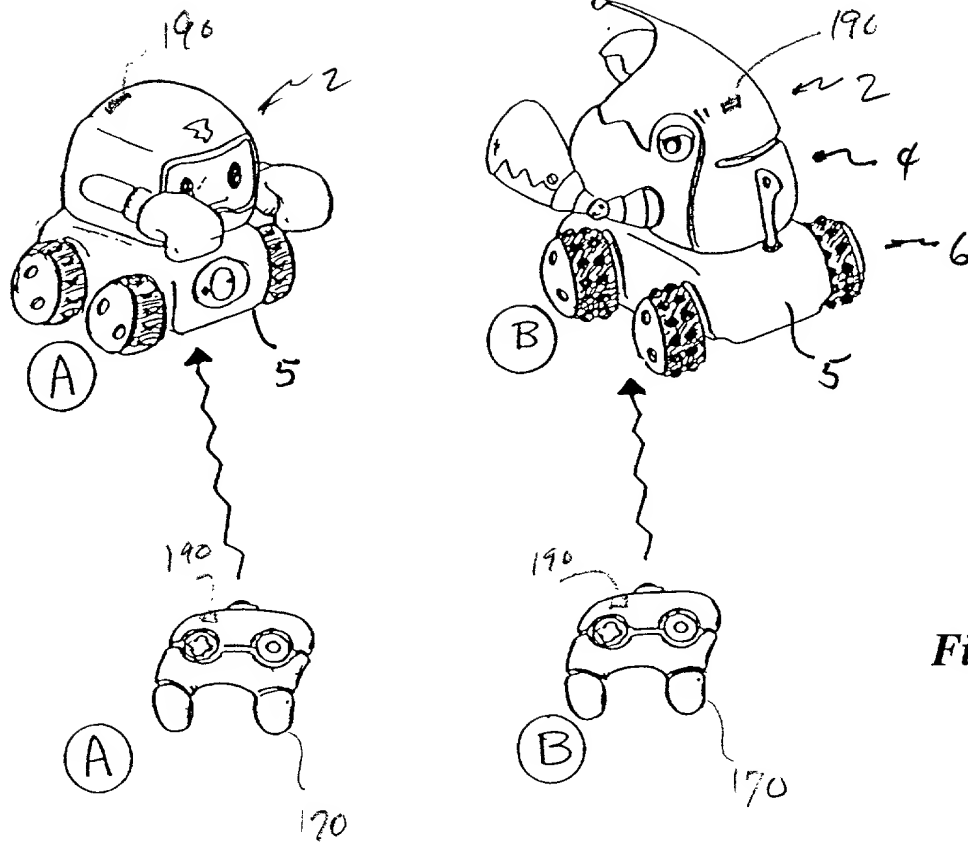


Figure 19A

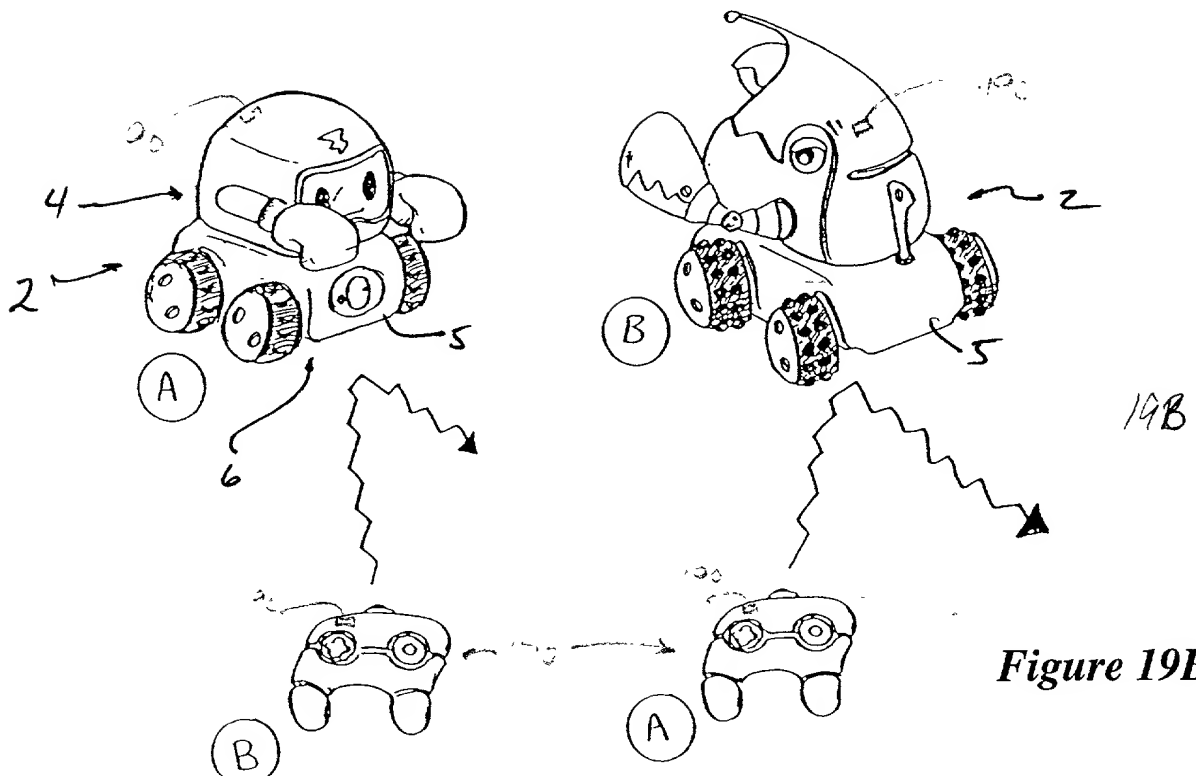


Figure 19B

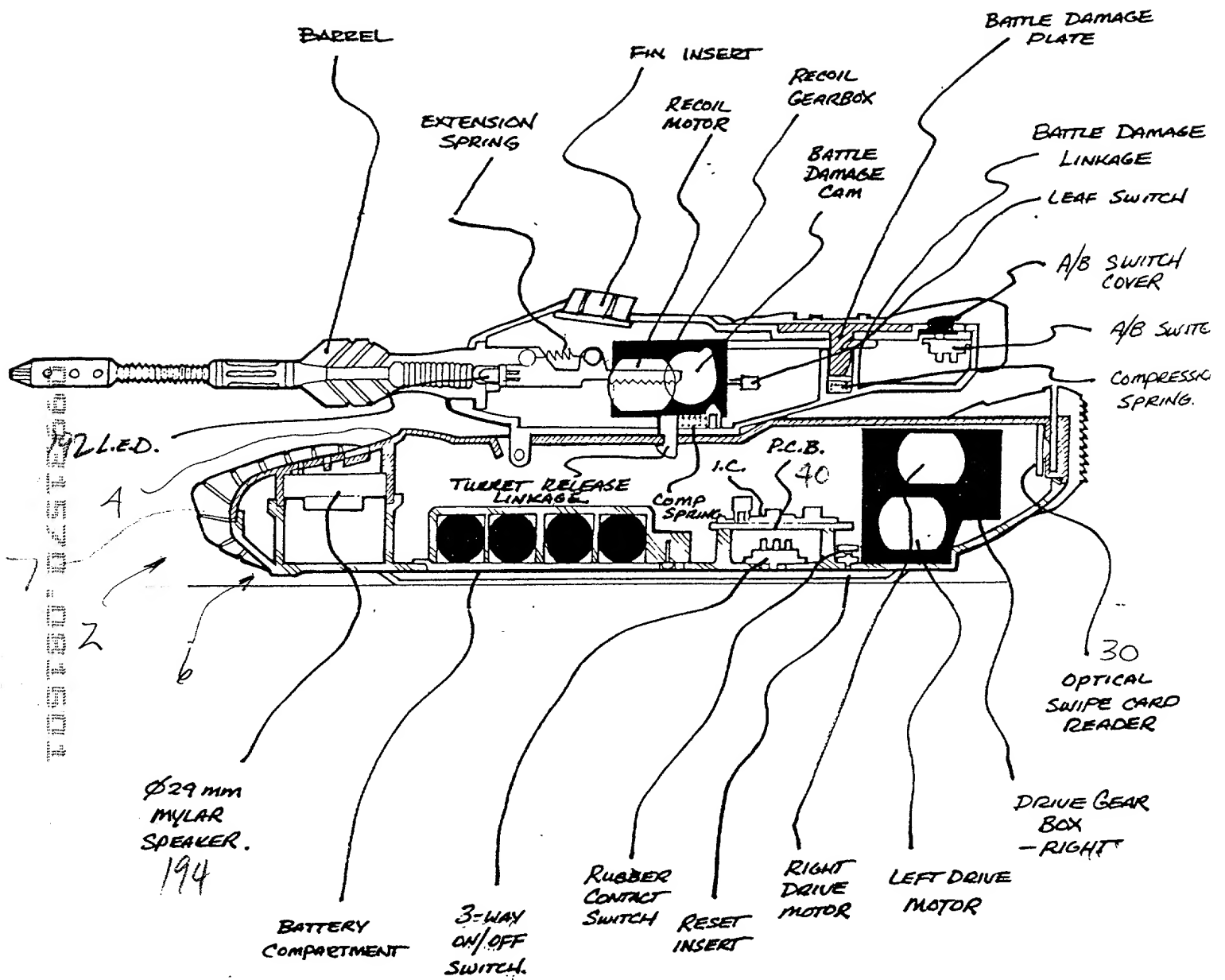


Figure 20

Figure21

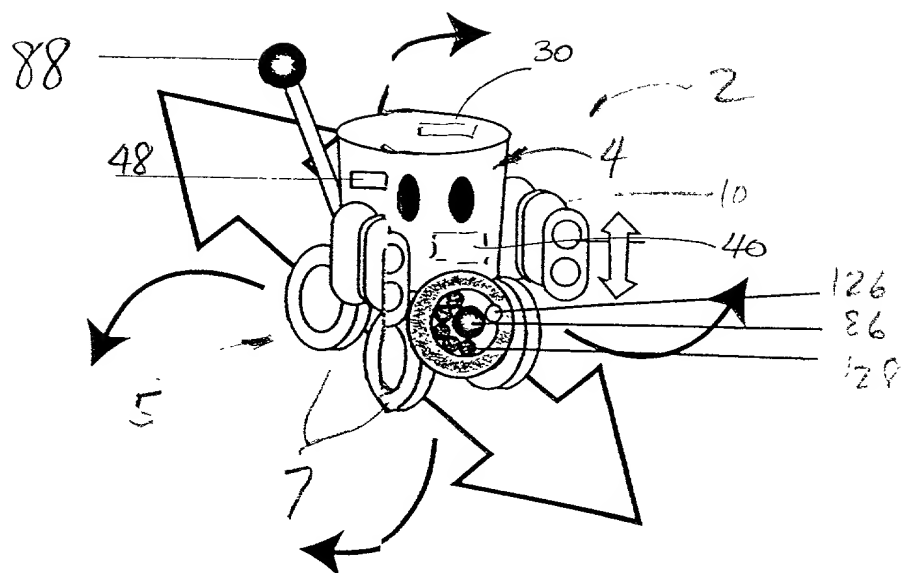


Figure 23

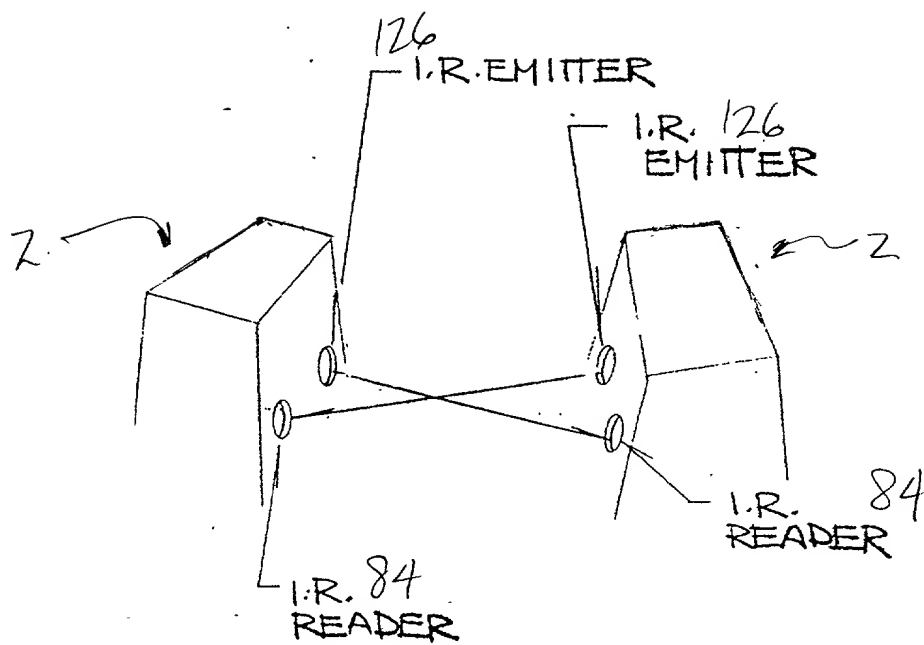


Figure 24